Mimicry zombie

Medium Aberration, lawful evil

Armor Class 8
Hit Points 22 (3d8 + 9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+1)	4 (-3)	13 (+2)	14 (+2)	10 (0)	16 (+3)

Condition Immunities Cons + o
Damage Immunities Poison
Condition Immunities Poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Languages host speaks
Challenge 2 (3938 XP) **Proficiency Bonus** +2

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Hivemind. A Hivemind is formed once someones wisdom score reaches zero; they go insane; and they become a Root mimicry zombie; which retains their original stats and has influence over any Mimicry zombie it forms; the Root mimicry zombie also pertains all cosnciousness it's created zombies or itself hijjacks; a consciousness within can roll a roll and add wisdom against the root Mimicry zombie who has to roll a wisdom saving throw.

Deadly parasite. A mimicry zombie forms when someone is vulnerable around another mimicry zombie; if affected a DC roll with a difficulty determined by the dm through the roleplay scenario will determine if it is able to infect a player; whos consciousness will be sent to the hivemind being mentioned above.

Actions

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 + 1) bludgeoning damage.